

GAME DESIGN DOCUMENT

CORE CONCEPT

The core concept of your game is a simple statement that describes what the player will get to do and what playing the game will be like.

MAIN FEATURES

Whatever is important to your game goes here. Story, graphics, an unconventional style of play. This is where you give your concept more detail and could include:

- Story
- Visual style
- Interesting mechanics
- Unique selling points
- Design pillars

TARGET PLATFORM / AUDIENCE

- This section describes who the game is for.
- Bullets can often be clearer than paragraphs.
- Full sentences sometimes use too many words.

TIMELINE / DEVELOPMENT MILESTONES

When will the game be finished? What are the project's milestones? And who will be working on it?

- Target release date
- Development milestones
- Phases of work and the people involved

Game Design Document Sample

Jesse Freeman



Game Design Document Sample:

Game Design Jim Thompson, Barnaby Berbank-Green, Nic Cusworth, 2007-03-09 Practical complete coverage of game design basics from design process to production This full color structured coursebook offers complete coverage of game design basics focusing on design rather than computer programming Packed with exercises assignments and step by step instructions it starts with an overview of design theory then progresses to design processes and concludes with coverage of design production Jim Thompson Barnaby Berbank Green and Nic Cusworth London UK are computer game designers and lecturers in animation and computer game design **Game Design Workshop** Tracy Fullerton, 2008-02-08 Master the craft of game design so you can create that elusive combination of challenge competition and interaction that players seek This design workshop begins with an examination of the fundamental elements of game design then puts you to work in prototyping playtesting and redesigning your own games with exercises that teach essential design skills Workshop exercises require no background in programming or artwork releasing you from the intricacies of electronic game production so you can develop a working understanding of the essentials of game design **Game Design** Richard Rouse III, 2004-08-30 Both burgeoning game designers and devoted gamers should consider Game Design Theory Practice an essential read Computer Gaming World Ultimately in both theory and practice Rouse s Game Design bible gets the job done Let us pray Next Generation magazine In the second edition to the acclaimed Game Design Theory Practice designer Richard Rouse III balances a discussion of the essential concepts behind game design with an explanation of how you can implement them in your current project Detailed analysis of successful games is interwoven with concrete examples from Rouse s own experience This second edition thoroughly updates the popular original with new chapters and fully revised text

Fundamentals of Game Design Ernest Adams, 2010-04-07 To create a great video game you must start with a solid game design A well designed game is easier to build more entertaining and has a better chance of succeeding in the marketplace Here to teach you the essential skills of player centric game design is one of the industry s leading authorities who offers a first hand look into the process from initial concept to final tuning Now in its second edition this updated classic reference by Ernest Adams offers a complete and practical approach to game design and includes material on concept development gameplay design core mechanics user interfaces storytelling and balancing In an easy to follow approach Adams analyzes the specific design challenges of all the major game genres and shows you how to apply the principles of game design to each one You ll learn how to Define the challenges and actions at the heart of the gameplay Write a high concept document a treatment and a full design script Understand the essentials of user interface design and how to define a game s look and feel Design for a variety of input mechanisms including the Wii controller and multi touch iPhone Construct a game s core mechanics and flow of resources money points ammunition and more Develop appealing stories game characters and worlds that players will want to visit including persistent worlds Work on design problems with engaging end of chapter exercises

design worksheets and case studies Make your game accessible to broader audiences such as children adult women people with disabilities and casual players Ernest Adams provides encyclopedic coverage of process and design issues for every aspect of game design expressed as practical lessons that can be immediately applied to a design in progress He offers the best framework I ve seen for thinking about the relationships between core mechanics gameplay and player one that I ve found useful for both teaching and research Michael Mateas University of California at Santa Cruz co creator of Fa ade

Level Up! The Guide to Great Video Game Design Scott Rogers,2014-04-16 Want to design your own video games Let expert Scott Rogers show you how If you want to design and build cutting edge video games but aren t sure where to start then the SECOND EDITION of the acclaimed Level Up is for you Written by leading video game expert Scott Rogers who has designed the hits Pac Man World Maximo and SpongeBob Squarepants this updated edition provides clear and well thought out examples that forgo theoretical gobbledygook with charmingly illustrated concepts and solutions based on years of professional experience Level Up 2nd Edition has been NEWLY EXPANDED to teach you how to develop marketable ideas learn what perils and pitfalls await during a game s pre production production and post production stages and provide even more creative ideas to serve as fuel for your own projects including Developing your game design from the spark of inspiration all the way to production Learning how to design the most exciting levels the most precise controls and the fiercest foes that will keep your players challenged Creating games for mobile and console systems including detailed rules for touch and motion controls Monetizing your game from the design up Writing effective and professional design documents with the help of brand new examples Level Up 2nd Edition is includes all new content an introduction by David God of War Jaffe and even a brand new chili recipe making it an even more indispensable guide for video game designers both in the field and the classroom Grab your copy of Level Up 2nd Edition and let s make a game **Andrew Rollings and Ernest**

Adams on Game Design Andrew Rollings,Ernest Adams,2003 How often have you heard anyone can design a game While it seems like an easy job game ideas are cheap and plentiful Advancing those ideas into games that people want to play is one of the hardest and most under appreciated tasks in the game development cycle Andrew Rollings and Ernest Adams on Game Design introduces both students and experienced developers to the craft of designing computer and video games for the retail market The first half of the book is a detailed analysis of the key game design elements examining game concepts and worlds storytelling character and user interface design core mechanics and balance The second half discusses each of the major game genres action adventure role playing strategy puzzle and so on and identifies the design patterns and unique creative challenges that characterize them Filled with examples and worksheets this book takes an accessible practical approach to creating fun innovative and highly playable games **Game Development and Production** Erik Bethke,2003 A handbook for game development with coverage of both team management topics such as task tracking and creating the technical design document and outsourcing strategies for contents such as motion capture and voice over talent It covers

various aspects of game development **Introducing HTML5 Game Development** Jesse Freeman, 2012 Summary Step by step guide to creating a 2D game using Impact the JavaScript game framework that works with HTML5's Canvas element

Game Economy Design Charlie Czerkawski, 2024-10-16 This book provides a comprehensive overview of game economy design. It begins with a high level overview then utilises subsequent chapters to break this down into finer details showing methods to approach the various problems and challenges involved in creating an intricate game economy and meta game experience. The content of the book extends to associated and related fields such as monetisation and live operations. The book contains step by step processes with best practices and examples with content written from an empirical standpoint. The reader will gain insights into the components that form a game economy how these components are utilised to shape a meta game experience and how monetization is integrated into this. The content will consider the work economy designers undertake during development through to post launch live operations. The book will appeal to all game design professionals and students of game design that wish to gain a deeper understanding of how to develop game economies *Phaser.js Game Design Workbook* Stephen Gose, 2017-12-02 This is a different book format for game development unlike anything you have seen. As I create a generic game in html5 using phaser.js framework you develop your own game by simply following and translating my easy concepts into your own game design. When you complete this workbook unlike other game development books you will have your own game not a game of the author's. For example if you have never created an online game in html5 and JavaScript you might like to start with chapters 1 through 3 while a seasoned game developer might like chapters 4 8 11 and the appendix. The workbook's appendix is a resource dictionary with all the open source free assets on the Internet. Each chapter guides you in my decision design process <http://www.stephengose.com> you see why I am choosing various business and software results all of this in well commented source code so you can get it right away. In summary you complete your own exciting game in your selected genre using the free open source Phaser JavaScript Gaming Framework and other JavaScript tools following this step by step workbook. The power of the Phaser JavaScript Framework is yours.

Write Your Way into Animation and Games Christy Marx, 2012-11-12 Launch your career in writing for video games or animation with the best tips tricks and tutorials from the Focal press catalog all at your fingertips. Let our award winning writers and game developers show you how to generate ideas and create compelling storylines concepts and narratives for your next project. *Write Your Way Into Animation and Games* provides invaluable information on getting into the game and animation industries. You will benefit from decades of insider experience about the fields of animation and games with an emphasis on what you really need to know to start working as a writer. Navigate the business aspects gain unique skills and develop the craft of writing specifically for animation and games. Learn from the cream of the crop who have shared their knowledge and experience in these key Focal Press guides *Digital Storytelling* Second Edition by Carolyn Handler Miller *Animation Writing and Development* by Jean Ann Wright *Writing for Animation Comics and Games* by Christy Marx *Story and*

Simulations for Serious Games by Nick Iuppa and Terry Borst Writing for Multimedia and the Web Third Edition by Timothy Garrand **End-to-End Game Development** Nick Iuppa,Terry Borst,2012-10-12 You re part of a new venture an independent gaming company and you are about to undertake your first development project The client wants a serious game one with instructional goals and assessment metrics Or you may be in a position to green light such a project yourself believing that it can advance your organization s mission and goals This book provides a proven process to take an independent game project from start to finish In order to build a successful game you need to wear many hats There are graphic artists software engineers designers producers marketers all take part in the process at various coordinated stages and the end result is hopefully a successful game Veteran game producers and writers Iuppa and Borst cover all of these areas for you with step by step instructions and checklists to get the work done The final section of the book offers a series of case studies from REAL indy games that have been developed and launched succesfully and show exactly how the principles outlined in the book can be applied to real world products The book s associated author web site offers ancillary materials references as well as serious game demos and presentations **Beyond the Frontier, Volume III** Jill Dahlman,Tammy Winner,2021-01-07 In these quickly changing times this volume re imagines the classroom after COVID 19 No one could have fathomed the multiple ways education would change when the country first entered into the pandemic in March 2020 In this regard this volume offers pedagogy that will create teaching opportunities in both virtual and physical classrooms Ideas are meant to be shared and evolve into methods that work for both teachers and pupils Games, Design and Play Colleen Macklin,John Sharp,2016-05-19 The play focused step by step guide to creating great game designs This book offers a play focused process oriented approach for designing games people will love to play Drawing on a combined 35 years of design and teaching experience Colleen Macklin and John Sharp link the concepts and elements of play to the practical tasks of game design Using full color examples they reveal how real game designers think and work and illuminate the amazing expressive potential of great game design Focusing on practical details this book guides you from idea to prototype to playtest and fully realized design You ll walk through conceiving and creating a game s inner workings including its core actions themes and especially its play experience Step by step you ll assemble every component of your videogame creating practically every kind of play from cooperative to competitive from chance based to role playing and everything in between Macklin and Sharp believe that games are for everyone and game design is an exciting art form with a nearly unlimited array of styles forms and messages Cutting across traditional platform and genre boundaries they help you find inspiration wherever it exists Games Design and Play is for all game design students and for beginning to intermediate level game professionals especially independent game designers Bridging the gaps between imagination and production it will help you craft outstanding designs for incredible play experiences Coverage includes Understanding core elements of play design actions goals rules objects playspace and players Mastering tools such as constraint interaction goals challenges strategy

chance decision storytelling and context Comparing types of play and player experiences Considering the demands videogames make on players Establishing a game s design values Creating design documents schematics and tracking spreadsheets Collaborating in teams on a shared design vision Brainstorming and conceptualizing designs Using prototypes to realize and playtest designs Improving designs by making the most of playtesting feedback Knowing when a design is ready for production Learning the rules so you can break them

Research Anthology on Game Design, Development, Usage, and Social Impact Management Association, Information Resources,2022-10-07 Videogames have risen in popularity in recent decades and continue to entertain many all over the world As game design and development becomes more accessible to those outside of the industry their uses and impacts are further expanded Games have been developed for medical educational business and many more applications While games have many beneficial applications many challenges exist in current development processes as well as some of their impacts on society It is essential to investigate the current trends in the design and development of games as well as the opportunities and challenges presented in their usage and social impact The Research Anthology on Game Design Development Usage and Social Impact discusses the emerging developments opportunities and challenges that are found within the design development usage and impact of gaming It presents a comprehensive collection of the recent research theories case studies and more within the area Covering topics such as academic game creation gaming experience and violence in gaming this major reference work is a dynamic resource for game developers instructional designers educators and administrators of both K 12 and higher education students of higher education librarians government officials business leaders and executives researchers and academicians

Creating Games Morgan McGuire,Odest Chadwicke Jenkins,2008-12-23 Creating Games offers a comprehensive overview of the technology content and mechanics of game design It emphasizes the broad view of a games team and teaches you enough about your teammates areas so that you can work effectively with them The authors have included many worksheets and exercises to help get your small indie team off the ground

Java Game Development with LibGDX Lee Stemkoski,2018-01-17 Learn to design and create video games using the Java programming language and the LibGDX software library Working through the examples in this book you will create 12 game prototypes in a variety of popular genres from collection based and shoot em up arcade games to side scrolling platformers and sword fighting adventure games With the flexibility provided by LibGDX specialized genres such as card games rhythm games and visual novels are also covered in this book Major updates in this edition include chapters covering advanced topics such as alternative sources of user input procedural content generation and advanced graphics Appendices containing examples for game design documentation and a complete JavaDoc style listing of the extension classes developed in the book have also been added What You Will Learn Create 12 complete video game projects Master advanced Javaprogramming concepts including data structures encapsulation inheritance and algorithms in the context of game development Gain practical experience with game design

topics including user interface design gameplay balancing and randomized content Integrate third party components into projects such as particle effects tilemaps and gamepad controllers Who This Book Is For The target audience has a desire to make video games and an introductory level knowledge of basic Java programming In particular the reader need only be familiar with variables conditional statements loops and be able to write methods to accomplish simple tasks and classes to store related data Game Developer ,2008 **Building HTML5 Games with ImpactJS** Jesse Freeman,2012-02-15

Create a real 2D game from start to finish with ImpactJS the JavaScript game framework that works with the HTML5 s Canvas element Making video games is hard work that requires technical skills a lot of planning and most critically a commitment to completing the project With this hands on guide you ll learn how to use Impact with other technologies step by step You ll pick up important tips about game design and discover how to publish Impact games to the Web desktop and mobile including a method to package your game as a native iOS app Packed with screen shots and sample code this book is ideal for game developers of all levels Set up your development environment and discover Impact s advantages Build a complete game with core logic collision detection and player and monster behavior Learn why a game design document is critical before you start building Display and animate game artwork with sprite sheets Add sound effects background music and text Create screens to display stats and in game status Prepare to publish by baking your game files into a single file

Roblox Realm 3: Creating and Designing Your Own Game Dizzy Davidson,2025-03-08 Unlock Your Creative Potential with Roblox Realm 3 Creating and Designing Your Own Game Step into the fascinating world of Roblox game creation with this comprehensive guide Whether you re a newbie or an experienced player this book will take you on an exciting journey from concept development to launching your own unique game Packed with real life stories detailed illustrations and practical examples this book is your ultimate resource for mastering the art of Roblox game design What You ll Discover Inside Step by Step Instructions From brainstorming ideas to launching your game every step is covered in detail Design Principles and Best Practices Learn the secrets of creating visually stunning and user friendly games Real Life Stories Be inspired by the journeys of successful Roblox creators Interactive Illustrations Visualize key concepts and techniques with easy to follow illustrations Practical Examples See real world applications of game design principles and scripting techniques Community Engagement Tips Build a loyal player base and gather valuable feedback Marketing Strategies Promote your game effectively and attract a larger audience Optimization Techniques Ensure your game runs smoothly on all devices Why This Book is a Must Have Comprehensive and Accessible Perfect for both beginners and experienced creators Packed with Value Includes real life stories illustrations and practical examples Expert Insights Learn from top Roblox creators and industry professionals Creative Inspiration Unlock your potential and bring your game ideas to life Join the ranks of legendary Roblox creators and take your game development skills to the next level Get your copy of Roblox Realm Creating and Designing Your Own Game today and start your adventure in the world of Roblox creation

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site to site vpns are extensions of the classic wans an organization can use site to site vpn to connect a branch office to the headquarters network for example in site to site vpns the traffic is routed through a vpn gateway such as a router pix firewall appliance or an adaptive security appliance asa

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vlan trunking protocol vtp is a cisco layer 2 messaging protocol that manages the addition deletion and renaming of vlans on a network wide basis virtual local area network vlan trunk protocol vtp reduces administration in a switched network when you configure a new vlan on one vtp server the vlan is distributed through all switches

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configure router on a stick inter vlan routing in this activity you will check for connectivity prior to implementing inter vlan routing you will then configure vlans and inter vlan routing finally you will enable trunking and verify connectivity between vlans packet tracer configuring router on a stick inter vlan routing instructions

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feb 14 2020 part 1 verify the default vlan configuration part 2 configure vlans part 3 assign vlans to ports background vlans are helpful in the administration of logical groups allowing members of a group to be easily moved changed or added this activity focuses on creating and naming vlans and assigning access ports to specific vlans

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switching switches traditionally operate at layer 2 although many are capable of layer 3 routing functions as well at layer 2 they primarily work with ethernet frames and mac addresses when frames are sent through the network they are rewritten by layer 3 devices

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